



## **What is CATastrophe?**

CATastrophe is a game of oceanic exploring and salvage, beach parties, and cat-eared people (or other animal-eared folk called Kemomimi, we're not speciesist here). It is intended to be a lighthearted, easygoing, mostly tropical setting wherein the animal eared inhabitants of a flooded earth make due with what they've got. It was created both as a break from more dramatic and serious settings as well as in an attempt to capture a sensation of coziness and wonder.

## **What are the goals of CATastrophe FATE?**

CATastrophe FATE is to create a system that relies on narrative strength over the rules. Yes there are still rules here, but the rules for this are to help augment any narrative element others want to bring in. Also as it will be rules-soft, this will allow for the quickest entrance into CATastrophe.

## **Why FATE Core?**

Because CATastrophe deserves FATE Core. The setting demands it. It is also the easiest for a DM (Dive Master) to add optional components.

## **Genre Notes**

The world of CATastrophe is a playful world. One where high adventure consists of epic parties, surfing massive waves, diving into unknown ruins, and sailing uncharted waters. Settlements are small little villages on oil derricks or islands with large houses on stilts in the ocean around the island. Larger settlements are practically towns, hosted on re-purposed cruise ships anchored in relatively shallow waters or larger mountainous islands. The largest settlements are small cities, surrounding an entire island or made up of several large ships. Some particularly large settlements may be on artificial islands left behind by mysterious Earless benefactors.

The three main races of CATastrophe are Cats (Nekomimi), Dogs (Inumimi) and Rabbits (Usamimi). People with animal ears, left behind by the Earless for unknown reasons. All that is known is the Kemomimi (Animal-eared) people don't care why, instead they opt to have parties, dive in the ruins the Earless left behind, and otherwise have adventures on the endless blue.

But life is not completely ideal. Vicious storms, turbulent seas, Kemomimi pirates, massive sea-faring derelects, the robotic "Old Guard", and hostile creatures that sometimes do not appreciate interlopers in their territory.

But life isn't all stress. Surfing contests, exploring around the sea, epic fishing expeditions and making amazing discoveries of Earless technology on their dives. In fact life is mostly one big adventure, party, or both! With some hiccups along the way that only make for epic stories. Even if you end up arriving back home on a life raft that was stored on your dive ship, and look like a pack of half-drowned kittens. What is important that whatever you do... you look cool doing it. So go for it!



## Character Aspects

### High Aspect

Your character's High Aspect represents their concept in game. "Brave Captain of the Whitecap." or "Diver of the Deep Scrapers" or "Survivor of the Shining Star Shipwreck". This represents what your character is known for and is their signature. Something that defines their character. See Page 32 of the FATE Core book for more on High Aspects.

### Trouble

Your character has a issue that can make their life interesting. "Can't start the day without a bit of Catnip" or "Owes the dread Pirate "Old One Eye" a debt.". This defines a problem in the character's life that is hard to deal with, and isn't easily solved. See Page 34 in the FATE Core book for more.

### Race

Your character's race has a upside and a down side, Each race will be described later in this document.

## The Phase Trio

The Phase Trio helps form bonds between members of your group with everyone else. How the Phase Trio works is mentioned on Page 38 of the FATE Core Book.

## Skills

When selecting your skills, you pick an array of skills that represent what your character is capable of doing. As mentioned on Page 46 of the FATE Core Book, your character has these skill levels selected, keeping in mind your character is capped at Great (+4):

One Skill at Great (+4)

Two Skills at Good (+3)

Three Skills at Fair (+2)

Four Skills at Average (+1)

On the next page is a list of available races, followed by skills.



## Primary Character Races

### Catfolk (Nekomimi)

The Catfolk of the flooded earth are a curious, intrepid kind. They are easily bored though, and tend to drift off at the most inopportune times.

Upside: Nightwatch: Nekomimi can see at night as long as there is some sort of light source providing a little light.

Downside: Short Attention Span: A Nekomimi has a hard time focussing. If compelled or invoked, the character must switch to a new task. This can only be invoked or compelled once a scene.

### Dogfolk (Inumimi)

Dogfolk are one one hand proud, and in the other subserviant. Loyal first mates and strong leaders, the dogs are known for their stubborn devotion to a cause and are known not give up easily when perhaps they should.

Upside: Could hear a pin drop: Inumimi may hear inaudible sounds as if they were normally audible.

Downside: Pack Mentality: When compelled or invoked, a Inumimi must either be immediately subserviant to a superior no matter how they disagree, or immediately challenge a superior's authority. This may be only invoked or compelled once a scene.

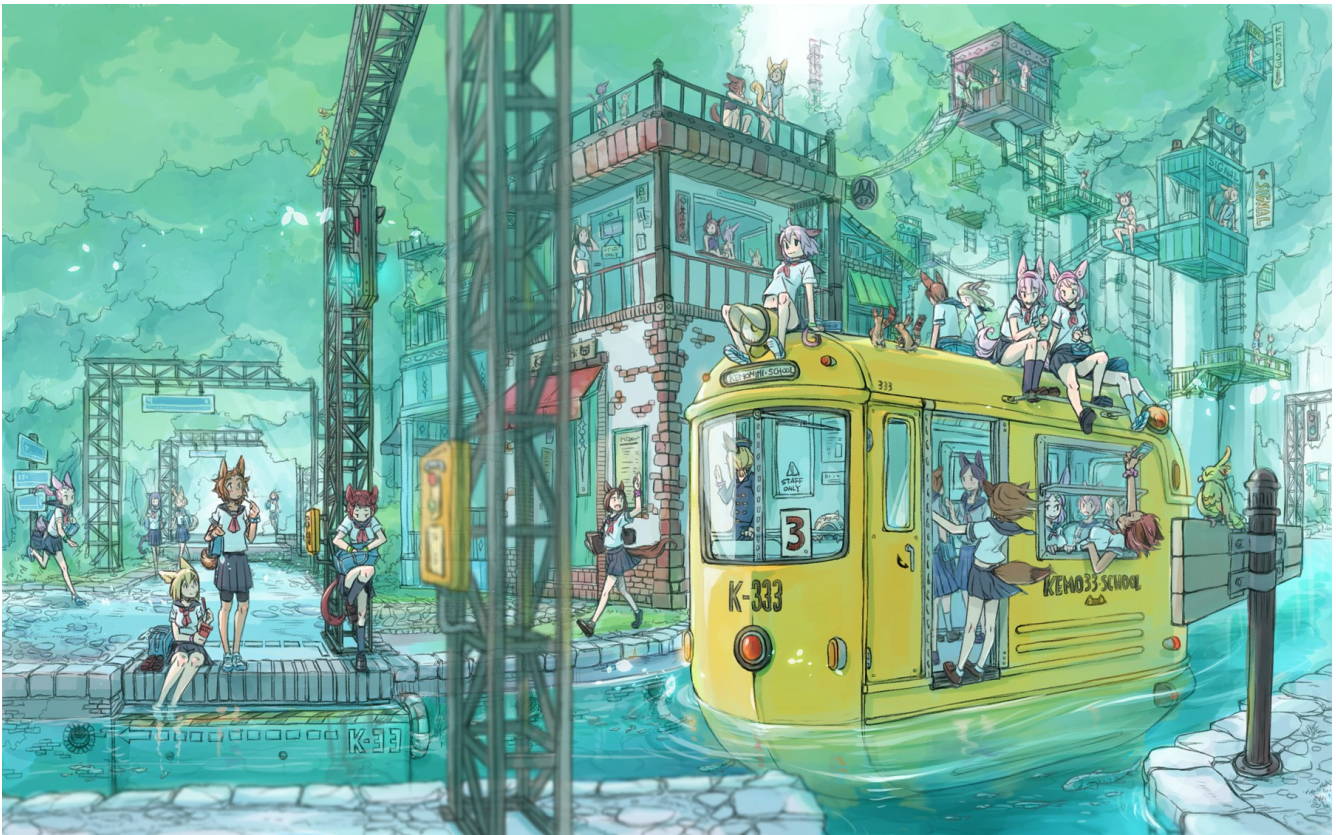
### Rabbitfolk (Usamimi)

Rabbitfolk are secretive, skittish at times, while when cornered put up the bravest front socially or physically. Their humble attitude is refreshing to their colleagues, and are seen as generally trustworthy, albeit at times meek.

Upside: Trustworthy: Usamimi are looked upon as a group that can be trusted on their word, and generally that trust is rewarded.

Downside: Skittish: A Usamimi, when this is compelled or invoked, must withdraw from a physical conflict. Either by retreating to a safe location, or by hiding behind someone more confident. This can only happen once a scene.





## Skills

CATastrophe FATE uses the default skills listed starting on Page 96 of the FATE CORE Book. There are a few skills added to the list.

### New Skills

Sailor: Sailor is a new Skill. Sailor functions as Drive for use of boats and other sea vehicles powered by an engine or a sail. Muscle powered boats use Athletics.

Swimming: Swimming is a new skill, a re-skin of Athletics even, but Swimming is required for moving and floating in water. Not having this skill implies you cannot swim without some aid (like a life vest or holding on to something buoyant). Also used when snorkeling or free-diving. This skill is also used to maintain any equipment that deals with swimming.

Diving: Diving is a new skill. Used on long-duration or deep-water dives, the Diving skill is also used to maintain and operate dive equipment, allowing a diver to safely reach their destination, and make it back to their dive ship when done. It's functions are similar to Athletics in all other aspects.

### Stunts

Stunts follow the same rules as introduced in the FATE Core Book.

**Upcoming WIP Additions (In order of importance)**

Rules for Ships and Submarines

Gear Quality Rules

Fangs/Gear System

Extra Races (Foxes (Kitsumimi), Bears (Kumamimi), Mice (Chumimi) (New to CATastrophe),)

**Upcoming Optional Additions**

Rules for Aircraft (Balloons, Blimps, and Seaplanes)